



US 20040063490A1

(19) **United States**(12) **Patent Application Publication**
Okada(10) **Pub. No.: US 2004/0063490 A1**(43) **Pub. Date: Apr. 1, 2004**(54) **GAMING MACHINE**

(57)

ABSTRACT(76) **Inventor: Kazuo Okada, Tokyo (JP)**

Correspondence Address:

WILLIAM COLLARD**COLLARD & ROE, P.C.****1077 NORTHERN BOULEVARD****ROSLYN, NY 11576 (US)**(21) **Appl. No.: 10/602,212**(22) **Filed: Jun. 24, 2003**(30) **Foreign Application Priority Data**

Jun. 25, 2002 (JP) 2002-184601

Aug. 27, 2002 (JP) 2002-246172

Publication Classification(51) **Int. Cl.⁷ A63F 9/24**(52) **U.S. Cl. 463/20**

In order to provide a gaming machine which enables selective clear display of patterns of reels and performance images displayed on front side display means arranged in front of the reels as needed, a gaming machine comprises: variable display means for variably displaying a plurality of patterns; front side display means, which is arranged in front of said variable display means, and through which the patterns of the variable display means can be seen; internal prize-winning-combination determination means for determining an internal-win-combination; a plurality of operation means for stopping the variable display of said variable display means; stop control means for stopping and controlling a variable display operation of said variable display means based on the result of determination of said internal-win-combination determination means and an operation of said operation means; and game media disbursement means for disbursing game media when a stop mode of the variable display means stopped by said stop control means is a predetermined stop mode,

wherein said front side display means is configured so as to stack a plurality of panel-shaped displays.

image which notifies that central stop button should be operated

